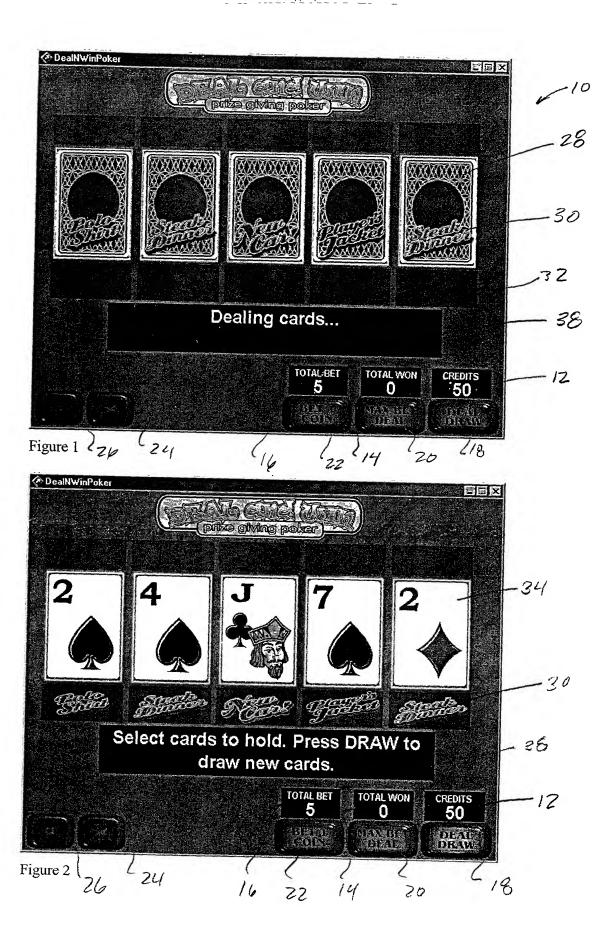
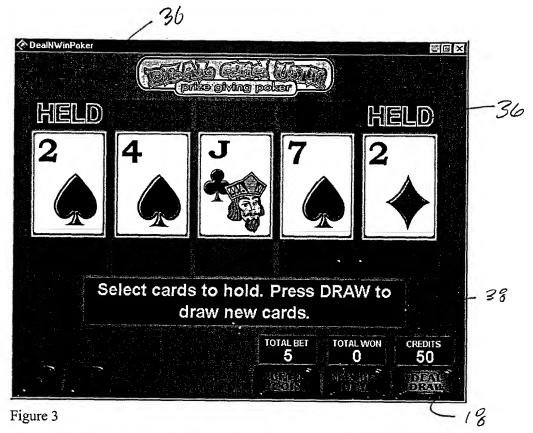
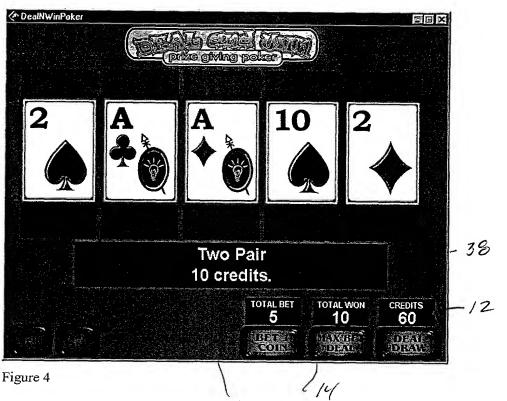
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SHEET 2 OF 13
Inventor Thomas et al.
Method And Apparatus For A Secondary Game
Played In Conjunction With A Primary Game
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16

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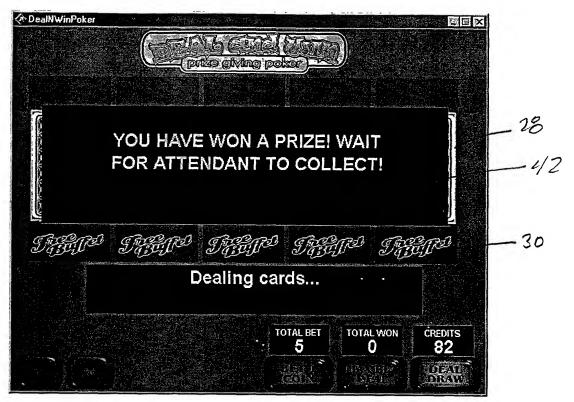


Figure 5



Figure 6

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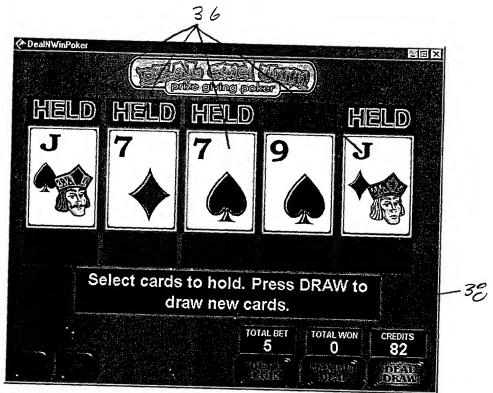
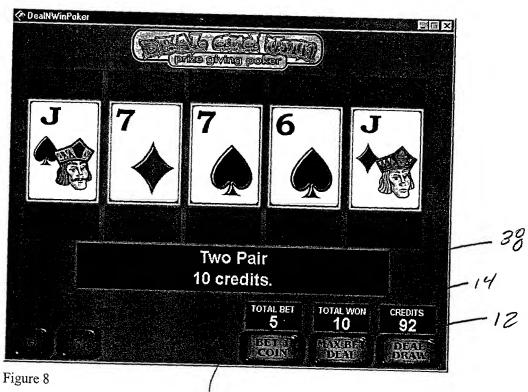
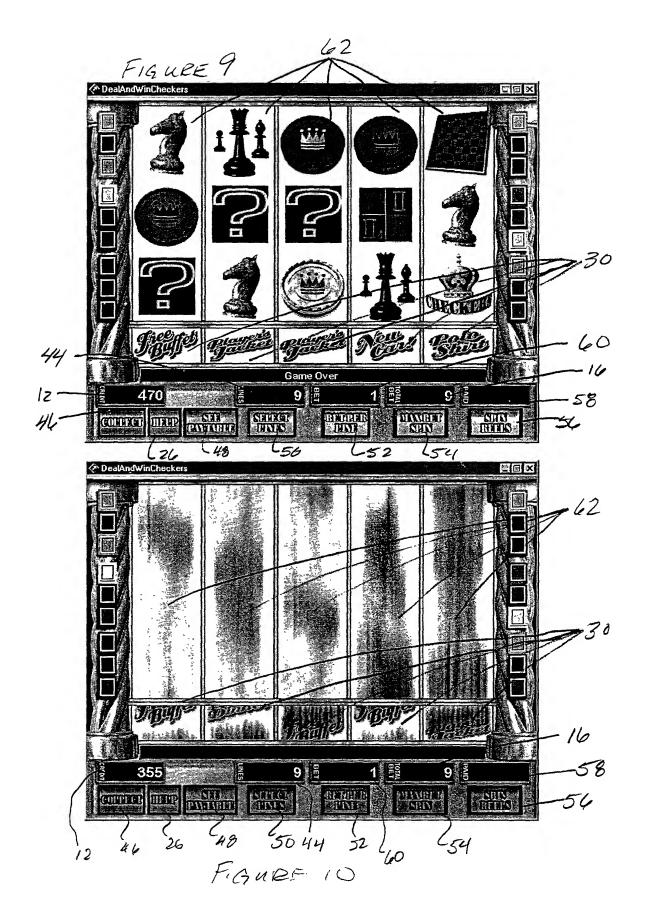


Figure 7



16

SHEET 5 OF 13
Inventor Thomas et al
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SHEET 6 OF 13
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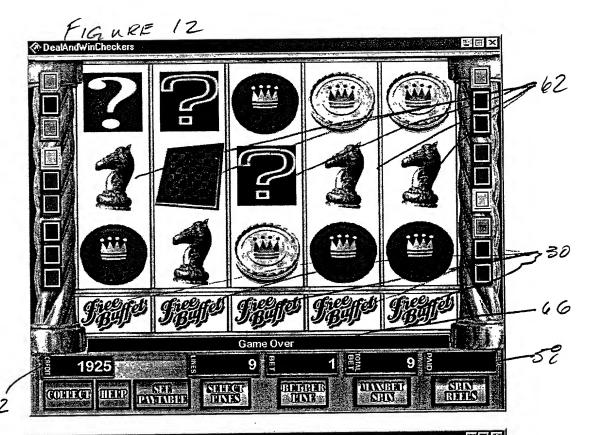
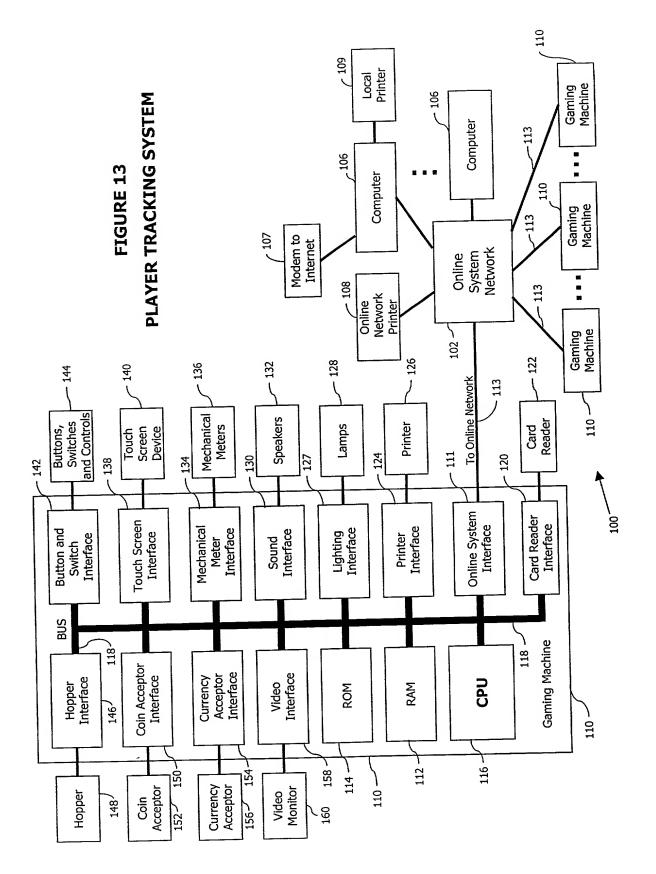




FIGURE 11

SHEET 7 OF 13
Inventor Thomas et al.
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2 J J 7 2 36

Select cards to hold. Press DRAW to draw new cards.

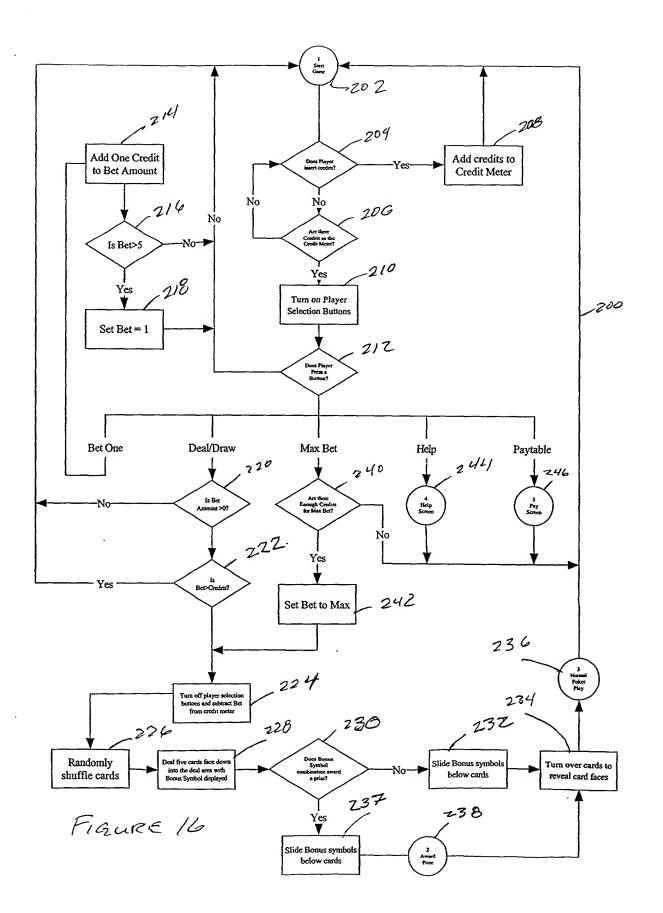
Total Bet Total Won CREDITS 82

FIGURE 14

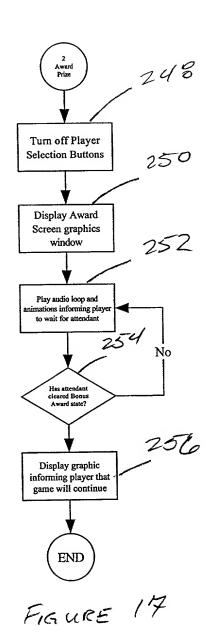


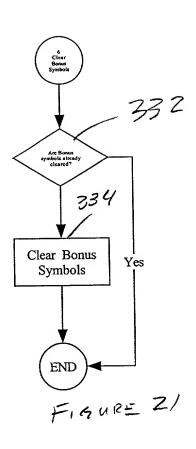
FIGURE 15

SHEET 9 OF 13
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SHEET 10 OF 13
Inventor Thomas et al.
Method And Apparatus For A Secondary
Game Played In Conjunction With A Primary
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Method And Apparatus For A Secondary
Game Played In Conjunction With A Primary Game 01/18/02 2100/17 Michael H Baniak, (312) 673-0360 258 Cards are displayed vith no cards indicated as being held 200 274 276 Reset Win Meter to zero 262 Indicate that the is selected card indicated as being Held? card is being Held Turn on 278 Hold/Discard and Yes Deal/Draw Button\$ Remove indication that the card is -264 being Held Add credits to Credit Meter 272 270 No 268 266 Yes Help Deal/Draw Paytable Hold/Discard 246 284 244 188 286 Draw a new card for Remove cards from each card that was display that are not indicated as being Held removed 292 290 The CPU analyzes hand to determine the highest winning combination 298 296 294

Credits are added to

the Win Meter and

the Credit Meter

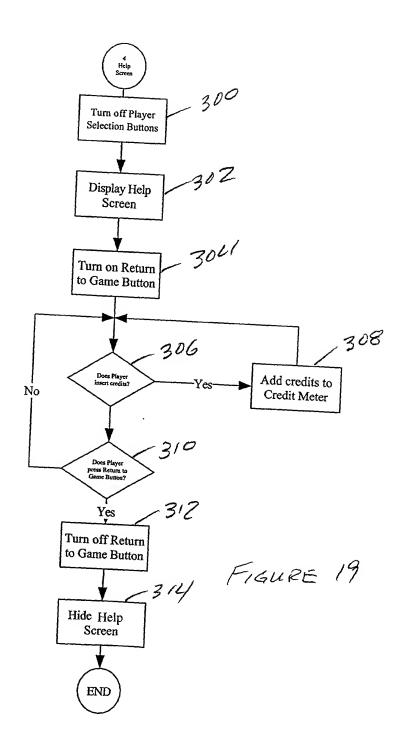
FIGURE 18

The name of the

winning combination is displayed A Game Over

message is displayed

SHEET 11 OF 13 Inventor Thomas et al. SHEET 12 OF 13 Inventor Thomas et al Method And Apparatus For A Secondary Game Played In Conjunction With A Primary Game 01/18/02 2100/17 Michael H Baniak, (312) 673-0360



SHEET 13 OF 13
Inventor Thomas et al.
Method And Apparatus For A Secondary Game
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